

# FIREWALL

# HACK

# NEXT WAR Allied Cyberspace

## Primary Network

## Primary Network Sub Network

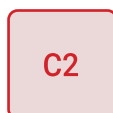


C2

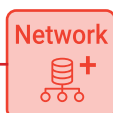
[3]



Cyber Recon



C2



Network

Apply a +2 DRM to one Cyber Attack.



IADS

[4]



Cyber Recon



IADS



CAP

After all Air Superiority air-to-air engagements are set, the exploiting player can re-arrange two friendly air units, break off an engagement and avoid combat, or enable a friendly air unit which is engaged with an enemy Stealth air unit to fire in Stand-off combat (but not Long Range combat).



SAM

Apply a +2 DRM to a SAM roll.



Air

Apply a +2 DRM to a Detection roll.



SSM

Apply a +2 DRM to a any Cruise or Ballistic Missile Strike.



EW Defense

[2]



Cyber Recon



EW Jam



C4I

Shift the Combat Odds one column in the exploiter's favor in a combat.



C4I

Cancel an enemy HQ's or Artillery's Combat Support (the HQ/Artillery is still used).



Space

[4]



Cyber Recon

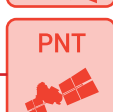


Space



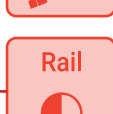
SEA

Apply a +2 or -2 DRM to any Naval Detection attempt.



Space ISR

Apply a +2 or -2 DRM to any Electronic Detection attempt, or place a Targeted -1 marker on any eligible target.



PNT

Reduce one enemy unit's movement allowance by half (rounded up) for that Movement Segment. This reduction is declared at the start of the unit's movement.



Infra.

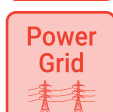
[2]



Cyber Recon



Infra.



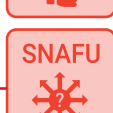
Rail

Add 1 VP to your VP Total. Reduce enemy Supply Points by 2.



Port

Add 1 VP to your VP Total. Reduce any one Port's Capacity by 2 for the turn.



Power Grid

Subtract 2 VP from the opponent's VP Total.



Social Media

Apply a +1 or -1 DRM to any Clearing Roll.



SNAFU

Delay any single reinforcement counter to the next turn.

[Intrinsic Firewall Defense Value]